AMENDMENTS TO THE SPECIFICATION AND ABSTRACT

In the specification, page 1, first paragraph, please amend as follows:

The present invention relates to a game image display control program which has a function for displaying an image, which represents ~~representing~~ an arrangement relationship of specified objects on a map composing a virtual three-dimensional space, as a radar image, and also relates to a game machine, and a storage medium. The invention particularly relates to the game image display control program which changes a shape of a visual field area according to a shape of a game screen so as to display the radar image on arbitrary display devices with various screen ratio (aspect ratio), the game machine and the storage medium.

In the specification, page 3, last paragraph, please amend as follows:

Further, the game machines which display radar images include the following game machines (for example, see Non-Patent Document 1). In this game machine, like a game where a player's battleplane is operated to attack an opponent's battleplane, a circular radar frame obtained by patterning a radar, for example, as well as a visual field image captured from the self battleplane is displayed on a display unit, a "visual field display" representing a portion actually displayed on a main screen is displayed as a radar image in a radar detection space, and a player's sight is set on the opponent's battleplane in the radar image so as to attack the opponent's battleplane. At this time, on the radar image which represents the radar detection space, a character to be operated by the player is arranged on the center or lower-end center, and a position of the object is displayed as a small window represented by a light spot or a symbol with the character looking down the ground vertically. A fan shaped (or (inverted) triangular)

section whose center (apex) shows the character to be operated by the player is displayed within the small window, so that a visual field portion is expressed.

In the specification, page 12, the title preceding the last paragraph, please amend as follows:

~~BEST MODES FOR CARRYING OUT~~ DETAILED DESCRIPTION OF THE INVENTION

In the specification, page 21, third paragraph, please amend as follows:

Information process in the virtual three-dimensional space according to the present invention is explained below. Three-dimensional information is secured as video picture information to be displayed on the display unit 30. That is to say, all positions and shapes of display objects relating to the ~~a~~-video picture to be displayed are specified by coordinates in the three-dimensional coordinate space.

In the specification, page 22, second paragraph, please amend as follows:

As to the camera work of the virtual camera for the main screen, the virtual three-dimensional space is projected from an arbitrary position such as a position separated from a mobile object to be tracked by a predetermined distance or a position of the player character- like a manner that the mobile object which moves in response to an operation by the player is tracked. The parameters relating to the camera work of the virtual camera such as an object to be tracked, movement of the virtual camera, position and azimuthal angle of the virtual camera,

and a distance between the player character and the virtual camera (zoom-up and zoom-out) are automatically changed according to the position of the player character in the virtual three-dimensional space and the scene of the game, and is changed by the operation by the player. For example, the direction and the position of the virtual camera automatically change according to the proceeding condition of the game, and change according to the direction and the position of the player character to be moved in response to the operation by the player, or an operation relating to the visual angle in right, left, up and down directions. Elements which change the parameters are determined based on the position of the player character, the scene of the game and the like.

In the specification, page 30, first paragraph, please amend as follows:

The visual field direction of the video picture on the main screen can be rotationally moved so that the player can look round in all directions in the virtual three-dimensional space with the first visual point position being the center independently from the advancing direction of the mobile object. The radar display controller 160 controls the rotational movement of the radar image in conjunction with the rotational movement on the main screen under the camera work of by means of the radar display camera work controller 140. That is to say, separately from the advancing direction of the mobile object (player's machine) to be operated by the player, the visual field direction can be rotationally moved (look around) with the player's machine being the center, for example. The visual field display portion in the radar display (or the display contents of the visual field display portion) ~~are~~ is also rotationally moved to be displayed in conjunction with the video picture of the main screen. The visual field direction is

rotationally moved according to the proceeding condition of the game, and the position and the direction of the mobile object as well as the operation by the player.

In the specification, pages 35, last paragraph, please amend as follows:

FIGs. 14 and 15 illustrate screen examples in the case where the shape of the main screen is set without taking the screen ratio of the display unit into consideration. The shape of the main screen changes according to the game proceeding and the screen ratio of the display unit as mentioned above, but the shape can be set by another method. FIG. 14 illustrates the example where the main screen is displayed with ratio of 4:3 on a wide-screen television whose screen ratio is 16:9, and in this case, the main screen in FIG. 14 is displayed on the screen of the display device. In- this example, the main screen of the game is displayed in a predetermined position (the screen center portion in FIG. 14), and right and left portions are black, namely, non-display portions. Areas 3 other than the main screen are, however, used as "a display portion not for the objects in the virtual space but for arbitrary game information" such as score or residual machines display portion or a radar display portion. FIG. 14 illustrates the example in the case where the main screen of the game is displayed with ratio of 16:9 on a television whose screen ratio is 4:3, and similarly areas 3 other than the main screen are used as non-display portions or display portions for game information. In these cases, the field angle in the visual field area of the radar image is adjusted according to these settings, and a portion of the visual field area 6B (6B') is displayed on the radar screen.